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## PATENT ABSTRACTS OF JAPAN

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(71)Applicant : SANKYO KK

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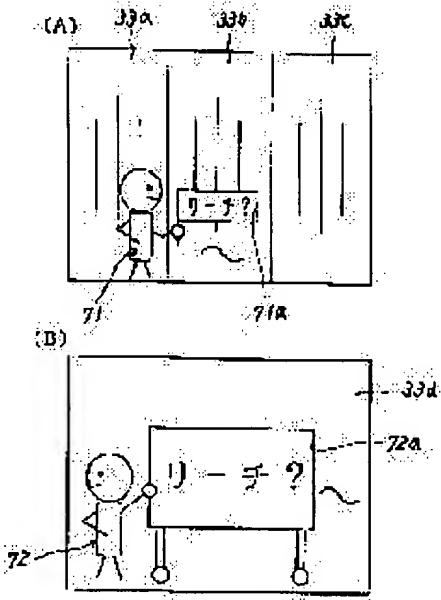
(72)Inventor : UGAWA SHOHACHI

## (54) PACHINKO MACHINE

## (57)Abstract:

**PROBLEM TO BE SOLVED:** To improve the interest of a game by easily comprehensibly and predictively reporting prescribed conditions such as probability fluctuation by predictively reporting the prescribed conditions by displaying characters when the state of play turns into prescribed conditions or when prescribed conditions are established without providing the prescribed state.

**SOLUTION:** Left, middle and right special picture patterns to be displayed on special picture pattern display parts 33a-33c of a CRT display are respectively composed of 16 kinds of pictures from '1' to '9' and from 'A' to 'G', these respective picture patterns are correspondently provided with respective random numbers, and the combination of great success picture patterns is the combination lining up the same picture pattern on the respective picture patterns and is decided based on the random numbers. Among the great success picture patterns, the picture pattern lining up any one of '3', '5', '7' and 'D', for example, consists of the probability fluctuation picture pattern as the special displayed result, and the probability fluctuation is generated. Thus, the CRT display performs the predictive report of the prescribed state by displaying characters 71 and 72 while superimposing them on the entire display picture changed into three divided special picture pattern display parts 33a-33c or on the respective special picture pattern display parts 33a-33c.



## LEGAL STATUS

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[Date of registration]

[Number of appeal against examiner's decision of rejection]

[Date of requesting appeal against examiner's decision of rejection]

[Date of extinction of right]

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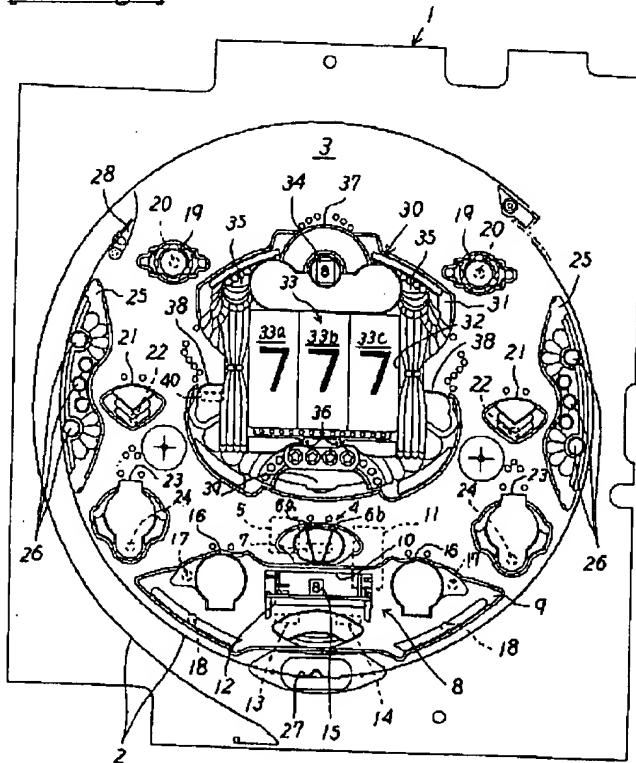
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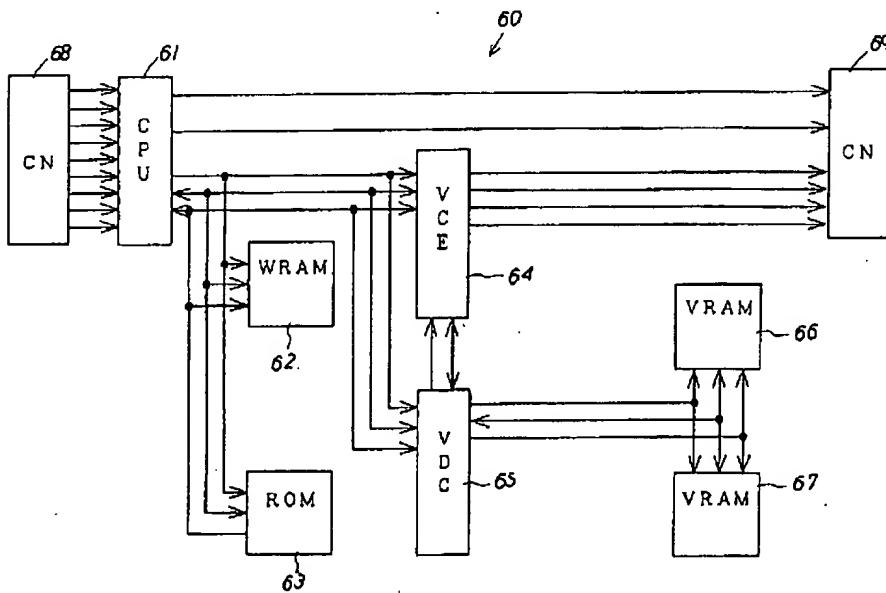
1. This document has been translated by computer. So the translation may not reflect the original precisely.
2. \*\*\*\* shows the word which can not be translated.
3. In the drawings, any words are not translated.

## DRAWINGS

## [Drawing 1]



## [Drawing 4]



## [Drawing 6]

ランダム	範囲	用途	加算
VC_RND1	設定1:0~104 設定2:0~126 設定3:0~158	大当たり判定用	0.002秒毎に1ずつ加算
VC_RND_L	0~15	左回胴表示用	0.002秒毎および割り込み 処理余り時間に実行
VC_RND_C	0~15	中回胴表示用	0.002秒毎に1ずつ加算
VC_RND_R	0~15	右回胴表示用	VC_RND_Lの倍上げのとき1加算
VC_RND_RCD	0~89	リーチ動作用	0.002秒毎および割り込み 処理余り時間に実行

## [Drawing 10]

種別	変動パターン	種別	変動パターン
A	一定速度で高速変動	E	L回胴当たり0.700秒毎の変動
B	1回胴減速して停止	F	一定速度で高速変動
C	一定速度で低速変動	G	一定速度で低速変動
D	L回胴未満の前後変動	H	1回胴当たり1.034秒毎の変動

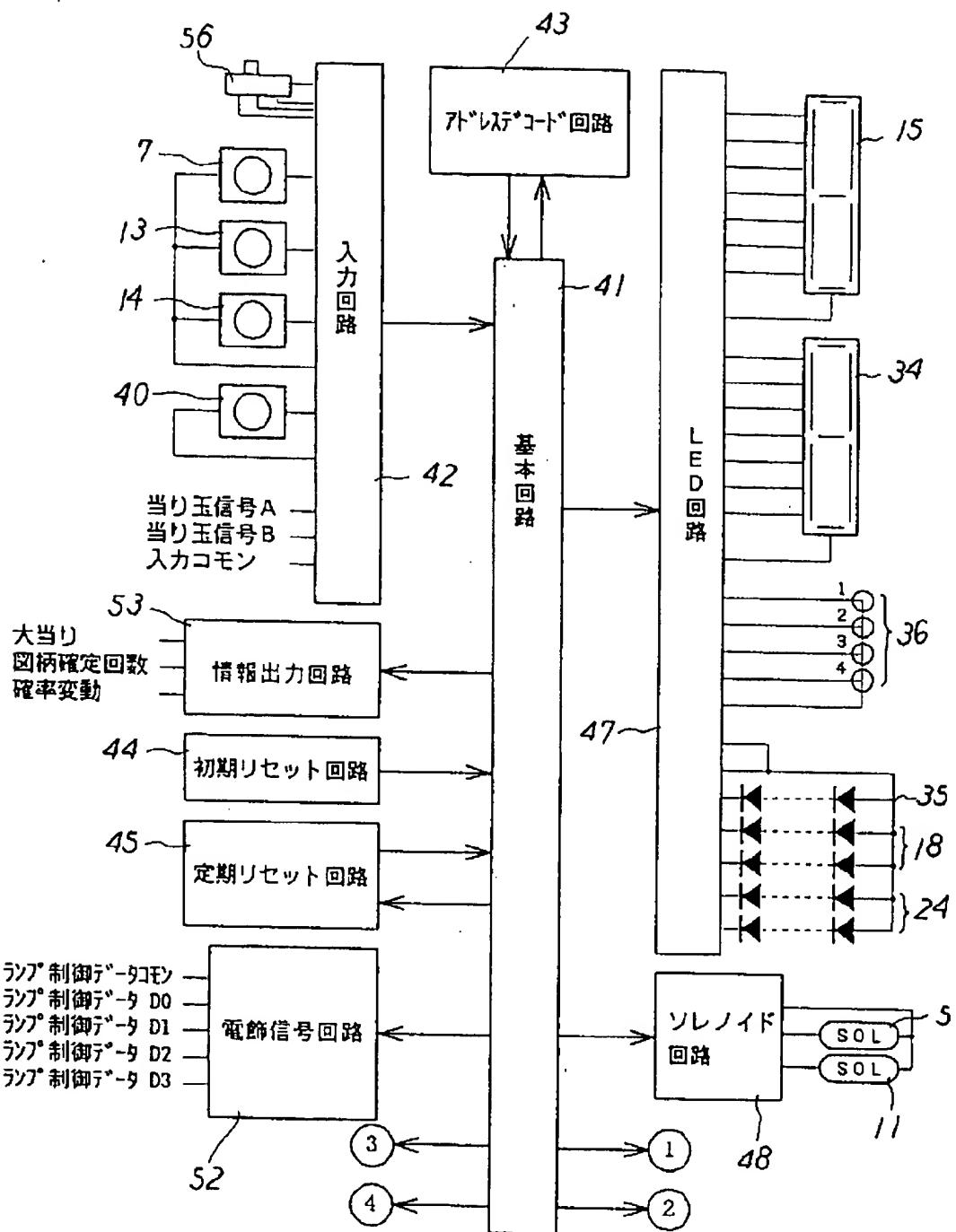
## [Drawing 17]

ランダム	範囲	用途	加算
VC_RND2	3~13	当たり判定用	0.002秒毎に1ずつ加算
VC_RND_P	0~5	普通回胴表示用	0.002秒毎および割り込み 処理余り時間に実行

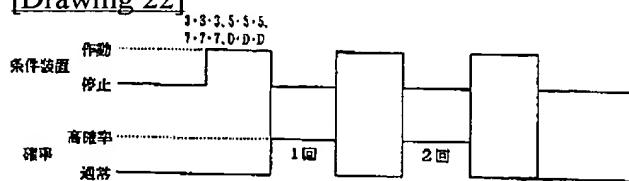
## [Drawing 18]

VC_RND_F	普通回胴	VC_RND_F	普通回胴
0	8	3	8
1	8	4	8
2	8	5	8

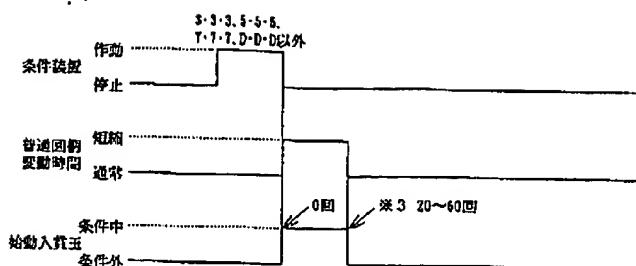
## [Drawing 2]



### [Drawing 22]

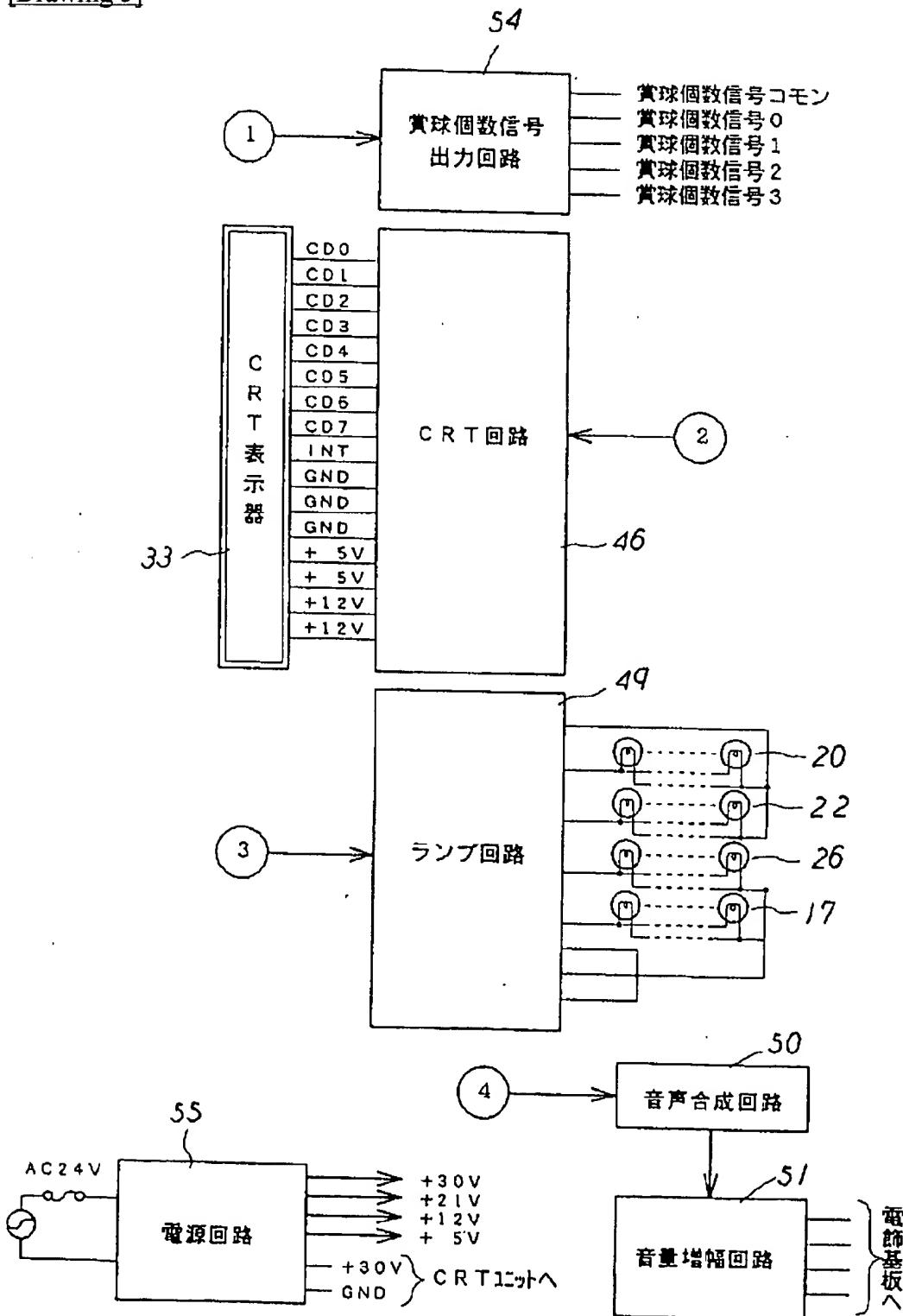


### [Drawing 23]



※3 時間短縮回数はMC\_R2D\_TAKにより決定

[Drawing 3]



## [Drawing 24]

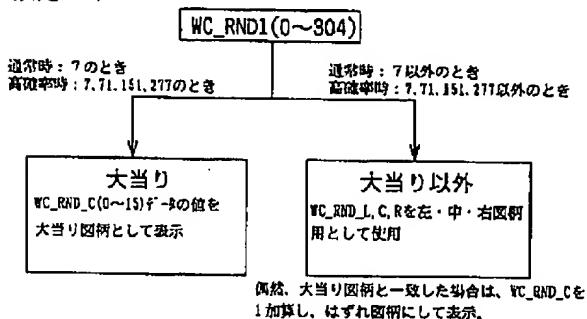
ランダム	範囲	用途	計算
WC_RND_TAN	0~4	時間短縮回数用	0.002秒毎に1ずつ計算

## [Drawing 5]

種類	WC_RND_L WC_RND_C WC_RND_R	特別回柄	種類	WC_RND_L WC_RND_C WC_RND_R	特別回柄
1	0	1	9	8	8
2	1	3	10	9	A
3	2	2	11	10	B
4	3	4	12	11	C
5	4	5	13	12	D
6	5	6	14	13	E
7	6	8	15	14	F
8	7	7	16	15	G

## [Drawing 7]

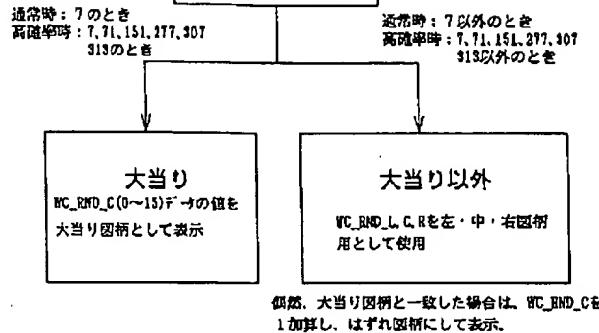
設定 1 :



## [Drawing 8]

設定 2 :

WC\_RND1(0~32B)

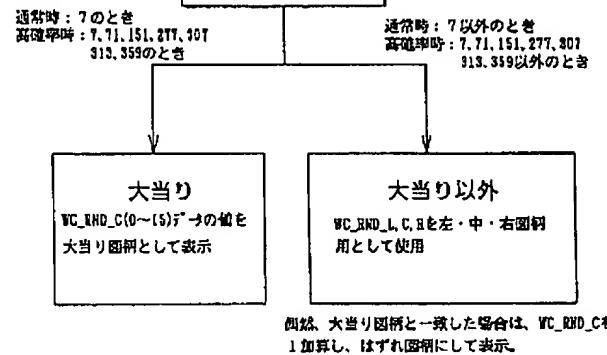


偶然、大当たり図柄と一致した場合は、WC\_RND\_Cを  
1加算し、はずれ図柄にして表示。

[Drawing 9]

設定 3 :

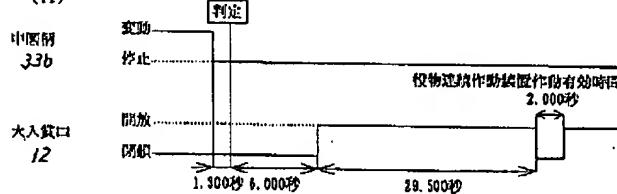
WC\_RND1(0~368)



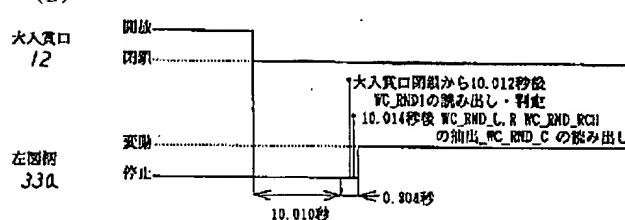
偶然、大当たり図柄と一致した場合は、WC\_RND\_Cを  
1加算し、はずれ図柄にして表示。

[Drawing 16]

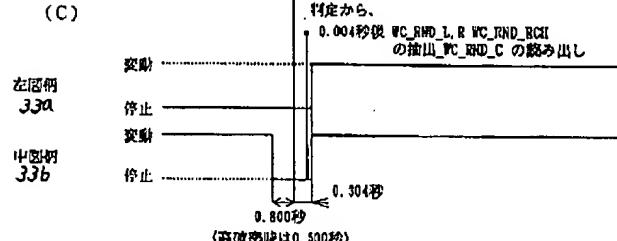
(A)



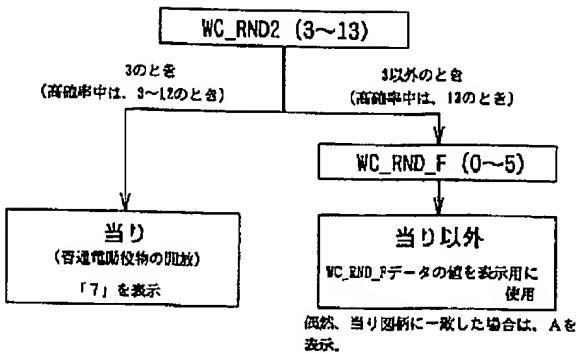
(B)



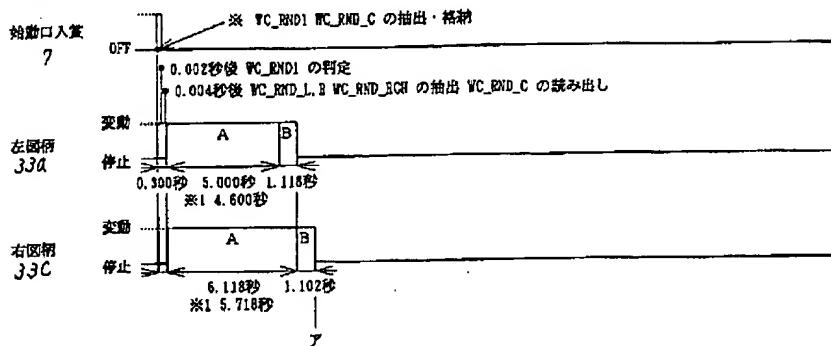
(C)



[Drawing 19]

**[Drawing 11]**

変動・停止（通常時）



※ 記憶となる抽出時間も同一です。

※1 変動開始時に記憶が3個以上ある場合、この記憶4個目における変動時間は短いものになる。

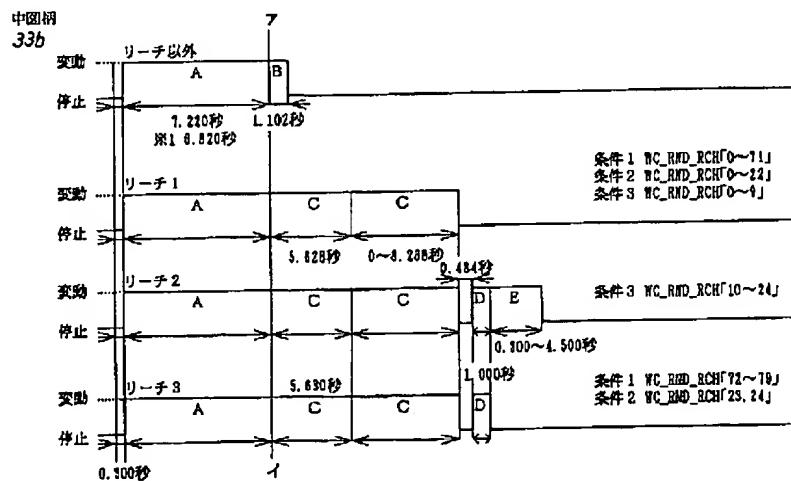
条件1 停止となる回路が大当たり回路の1~3回路前で停止のとき

条件2 停止となる回路が大当たり回路の1~3回路前で停止のとき

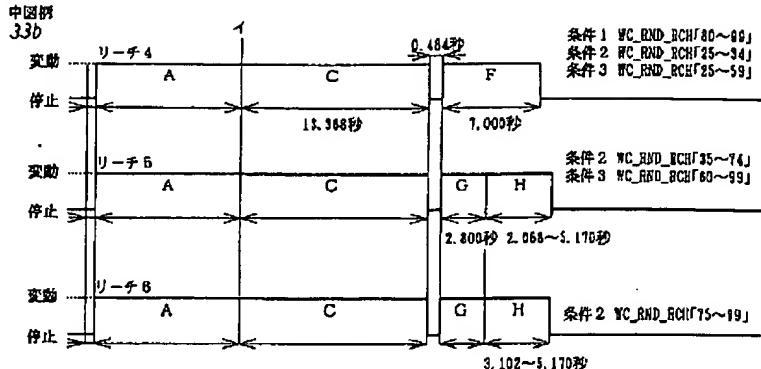
条件3 大当たり回路で停止のとき

**[Drawing 12]**

変動・停止（通常時）

**[Drawing 13]**

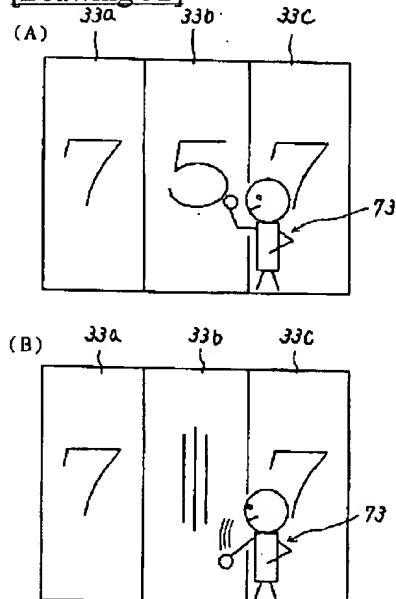
実動・停止(通常時)



[Drawing 25]

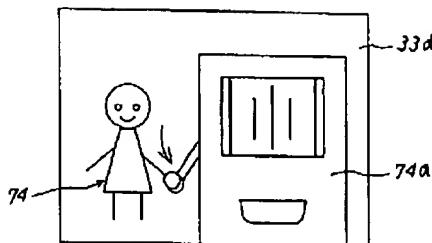
WC_RND_TAN	時間短縮回数
0	20
1	30
2	40
3	50
4	60

[Drawing 32]

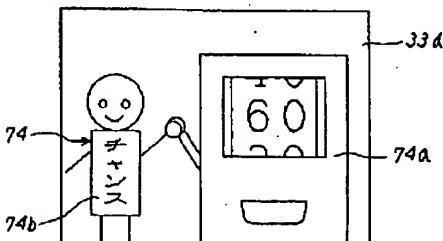


[Drawing 33]

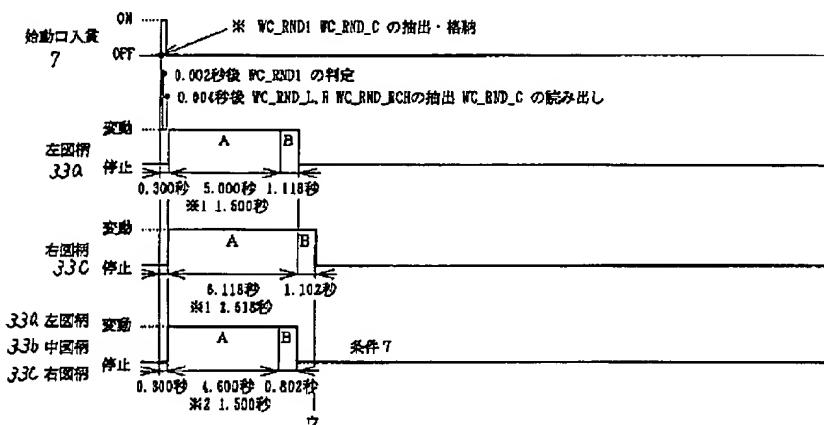
(A)



(B)

**[Drawing 14]**

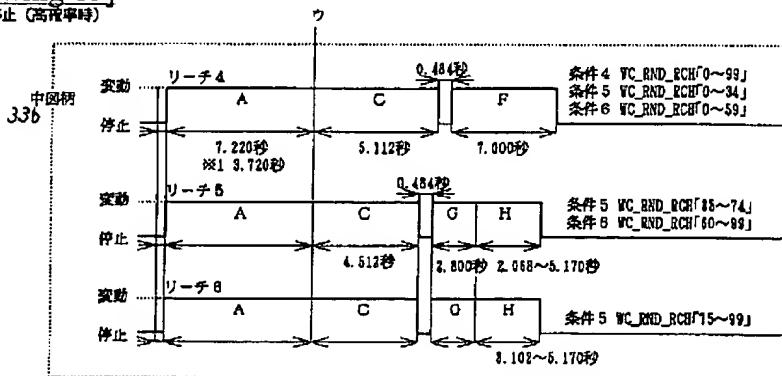
変動・停止 (高確率時)

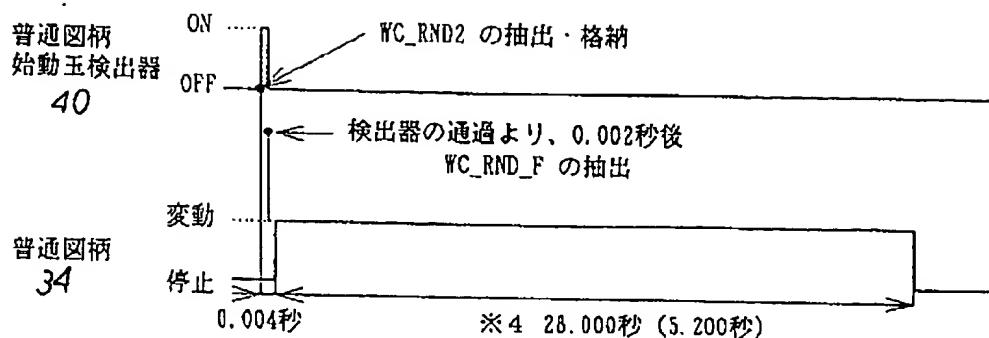


※2 始動口入賞による記憶が1個以上ある場合、この記憶2・3・4における変動時間は短いものになる。  
 条件4 左・右回柄が3、5、7、Dで大当たり回柄の1～3回柄前以外で停止のとき  
 条件5 左・右回柄が3、5、7、Dで大当たり回柄の1～3回柄前で停止のとき  
 条件6 左・中・右回柄が3、5、7、Dで大当たりのとき  
 条件7 リーチ以外

**[Drawing 15]**

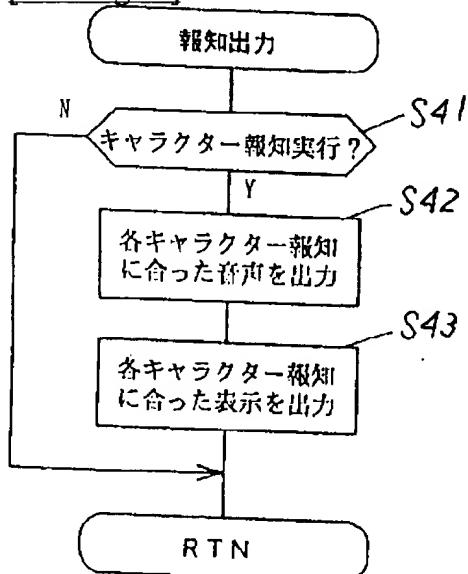
変動・停止 (高確率時)

**[Drawing 20]**



※4 高確率時及び時間短縮時は、5.200秒に短縮される。

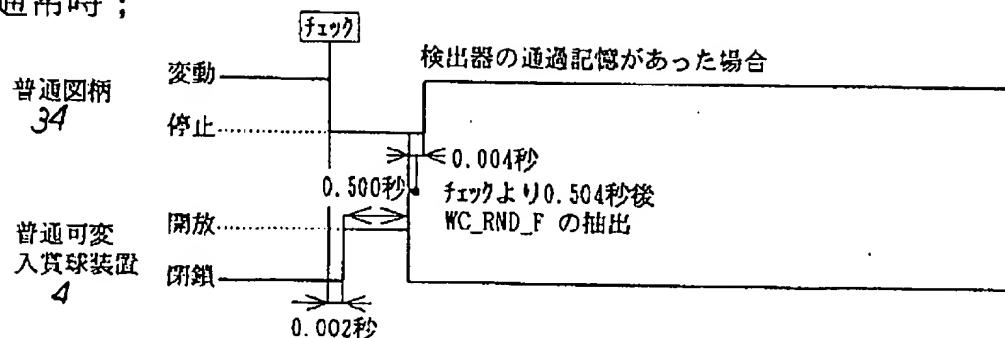
[Drawing 30]



[Drawing 21]

(A)

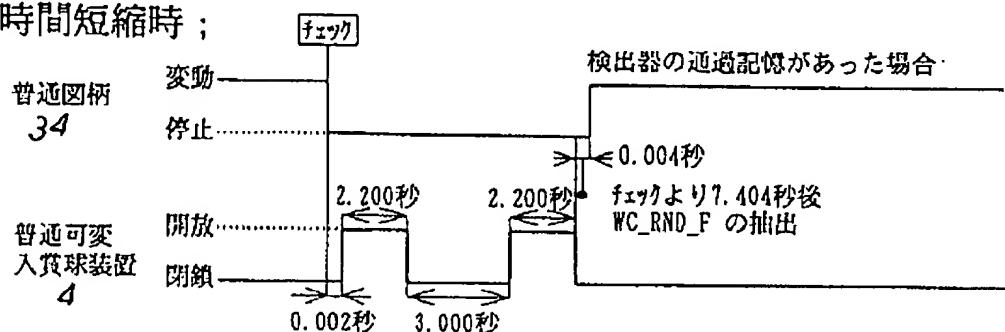
通常時；



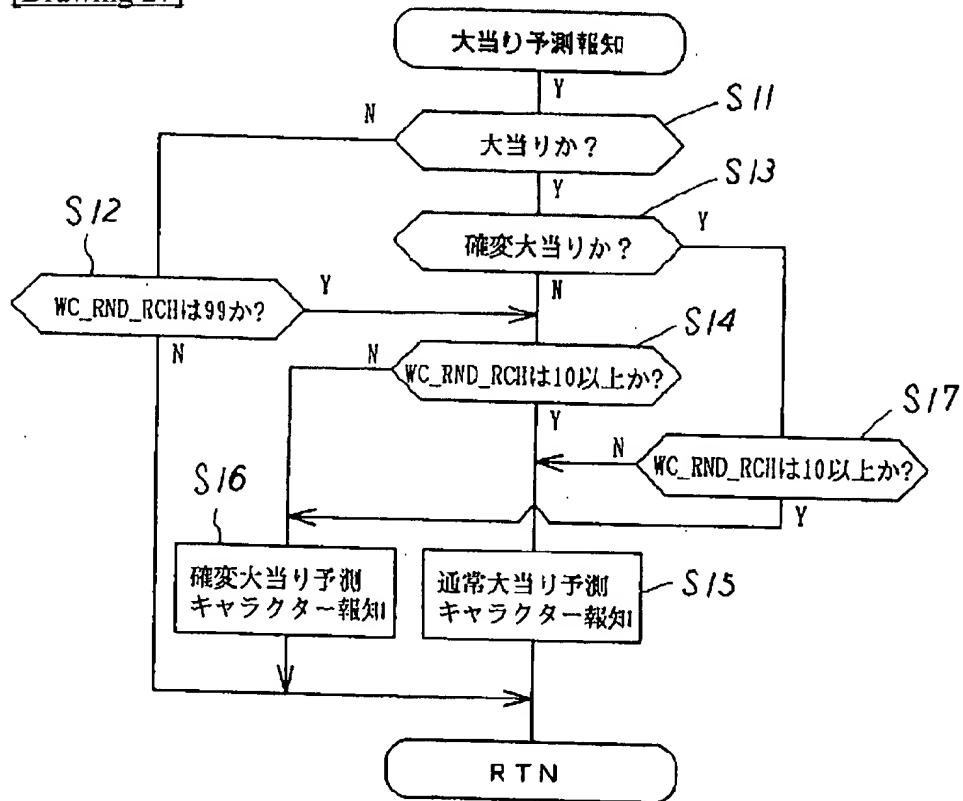
(B)

高確率時；

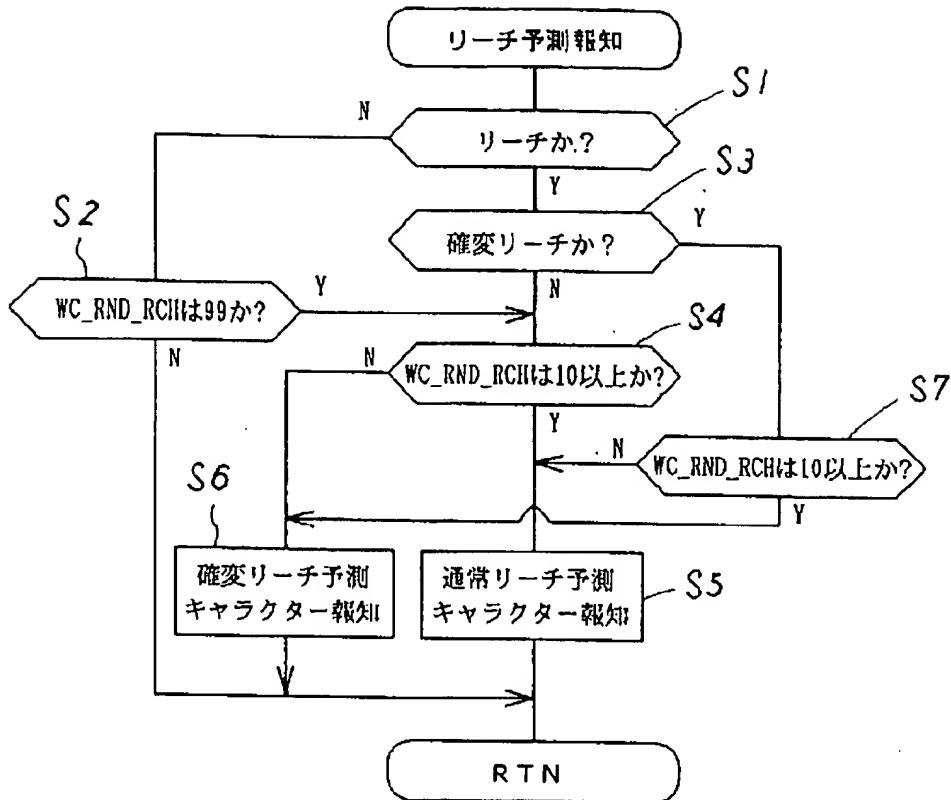
時間短縮時；



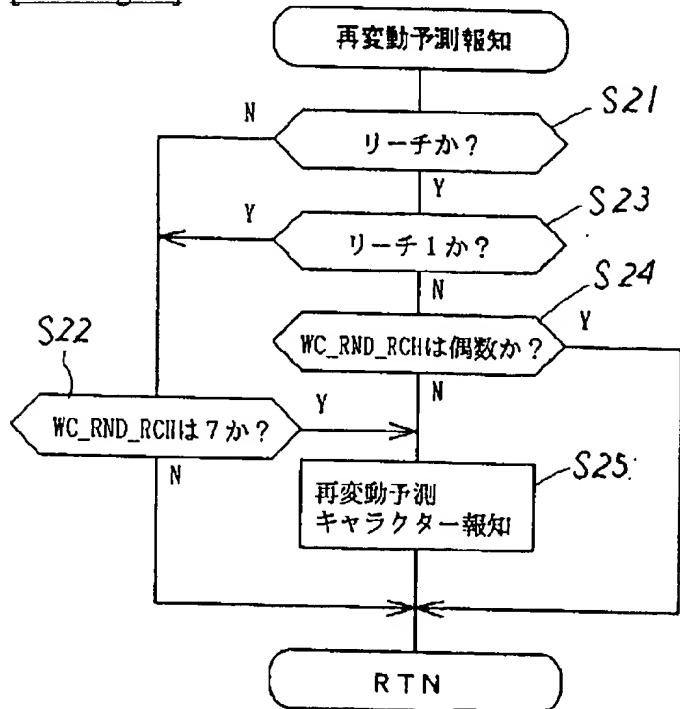
[Drawing 27]



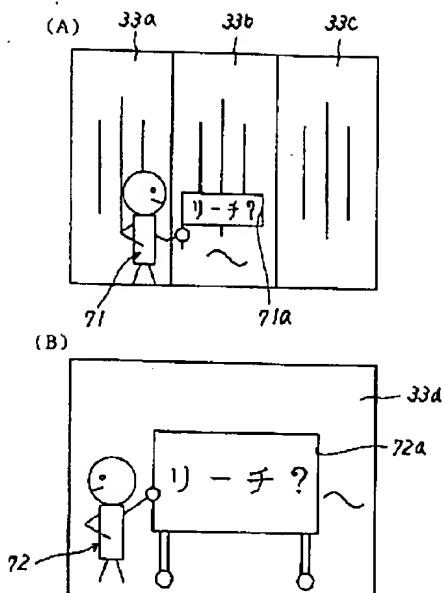
[Drawing 26]



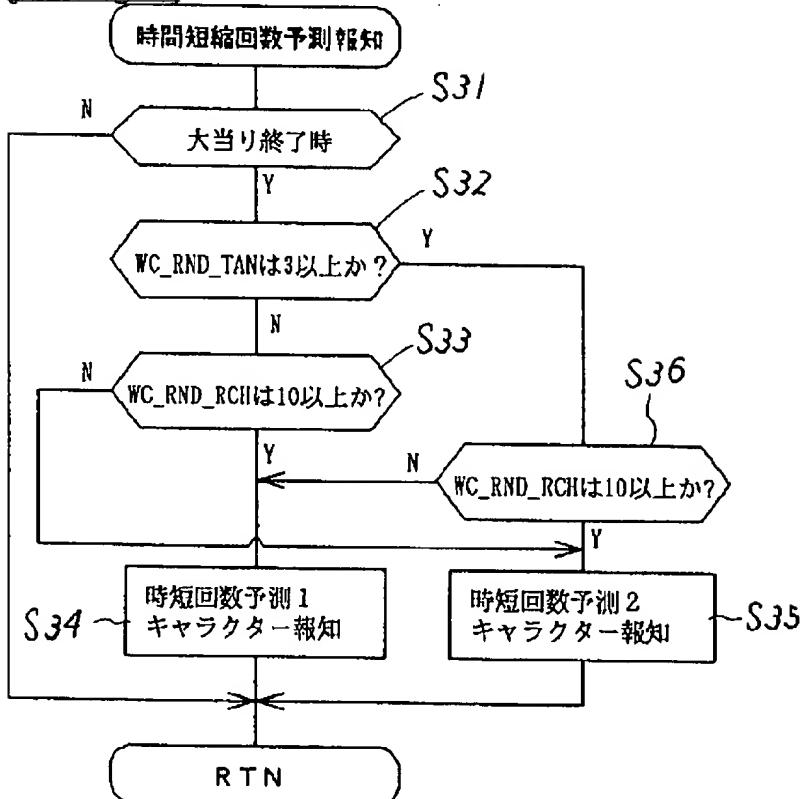
[Drawing 28]



[Drawing 31]



### Drawing 29

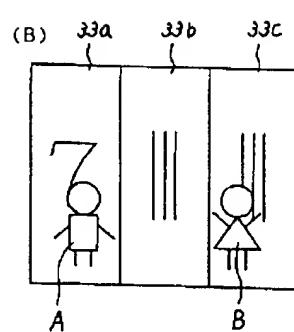
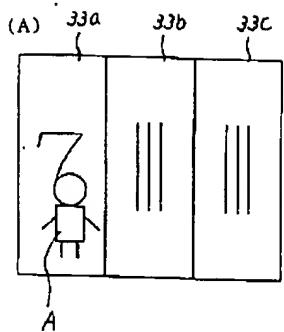


### Drawing 35]

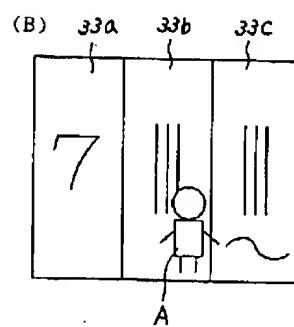
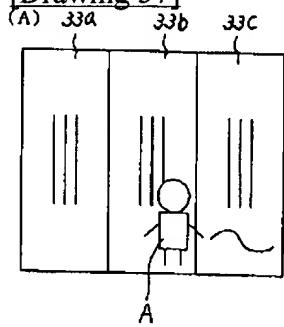
変動時	リーチなし	リーチ有り	小計	リーチ期待度
キャラクターA	46	1	47	2
キャラクターA・B	1	5	6	83
出現なし	47	0	47	0
小計	94	6	100	6

数字の単位は全て%で少數点以下四捨五入

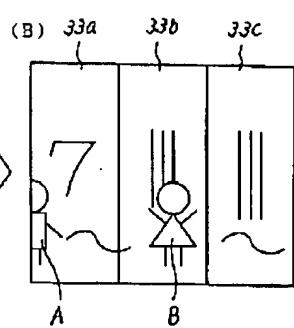
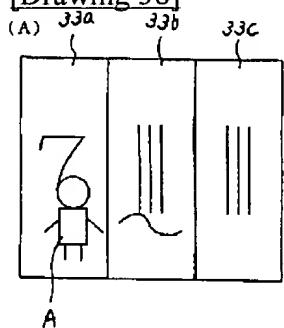
### Drawing 36



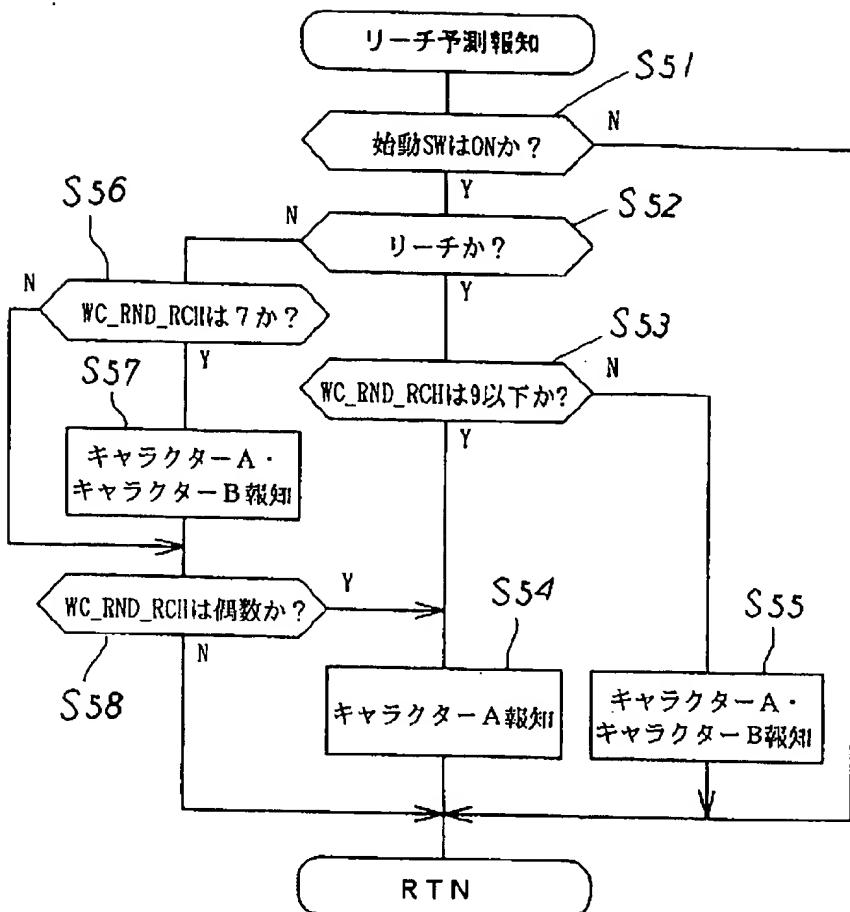
[Drawing 37]



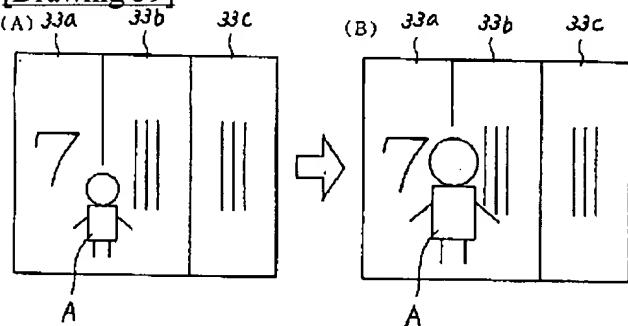
[Drawing 38]



[Drawing 34]



[Drawing 39]



[Translation done.]

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## DETAILED DESCRIPTION

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### [Detailed Description of the Invention]

[0001]

[Field of the Invention] This invention is equipped with the adjustable display which indicates the adjustable display by adjustable based on control of a display-control means, and when the display result displayed on said adjustable display draws the specific display result defined beforehand, it relates to the pinball machine which may generate a specific game condition.

[0002]

[Description of the Prior Art] Conventionally, generally, the adjustable display prepared in the pachinko game machine as a pinball machine indicates the identification information (pattern) by adjustable by the adjustable display of two or more trains, when the display result of each adjustable display brings a specific display result (great success pattern) defined beforehand, generates a specific game condition and gives a game person specific game value. When it becomes reach in fluctuation of such a pattern, the interest of a game is enlivened by carrying out selection activation of one of the fluctuation modes out of two or more reach fluctuation modes. Moreover, if it becomes it a great success in the probability-changing figure (for example, Zorro eye of an odd number pattern) beforehand set to such an adjustable display among great success patterns, what improves a great success probability after termination of the specific game condition accompanying this (probability fluctuation) is proposed. In addition, generating of this probability fluctuation was reported to the game person by lighting thru/or flashing actuation of a lamp, LED, etc. each time.

[0003]

[Problem(s) to be Solved by the Invention] However, in the information of the probability fluctuation by above-mentioned lighting thru/or flashing actuation of LED etc., it was hard to distinguish from decorative lighting of LED etc. thru/or flashing actuation, and the generating information of the probability fluctuation for a game person had visually the problem of being unclear. since [ moreover, ] such information actuation is what is performed in check after generating of probability fluctuation -- especially -- the interest of a game -- improving -- also obtaining -- being alike -- it had not become. The place which this invention was made in view of the above-mentioned trouble, and is made into the purpose is to offer the pinball machine which reports predetermined modes, such as probability fluctuation, in [ it is intelligible and / \*\* ] prediction by displaying the character on an adjustable display, as a result can enable improvement in interest of a game.

[0004]

[Means for Solving the Problem] the predetermined voice as which the game condition determined the display-control means beforehand -- a game condition when becoming like -- predetermined voice -- since it had a character prediction information means by which displaying the character on an adjustable display reported a predetermined mode in prediction when it did not become like and predetermined conditions were satisfied, a predetermined mode can be reported in [ it is intelligible and / \*\* ] prediction, as a result the improvement in interest of a game is attained.

[0005] moreover, said specific display result as a configuration which includes the special display result which may generate a game condition specially in addition to generating of a specific game condition Make for this special display result to be drawn by said adjustable display into said predetermined mode, or or in making into said predetermined mode for the reach mode which can bring a display result specially to be drawn by said adjustable display The prediction information by the character can be made to perform more effectively by dividing the predetermined mode which carries out prediction information by character display, and considering as a special display result with high game value (for example, probability-changing figure), or its reach mode (for example, probability-changing reach).

[0006] Moreover, since prediction information of a predetermined mode is performed by voice generating in addition to the character display by the adjustable display when the character display by said character prediction information means was performed and it carries out as the configuration equipped with the voice prediction information means which carries out prediction information of said predetermined mode in voice by generating the voice according to this, prediction information can be carried out much more intelligibly in a predetermined mode.

[0007]

[Embodiment of the Invention] Hereafter, the operation gestalt of this invention is explained with reference to a drawing. First, the configuration of the game board 1 of the pinball machine (illustration pachinko game machine) applied to an operation gestalt with reference to drawing 1 is explained. Drawing 1 is the front view showing the game board 1. In drawing 1, in the front face of the game board 1, the induction rail 2 for guiding the discharged hitted ball stands erect in the shape of a circle mostly, and the field divided by this induction rail 2 constitutes the game field 3 on it. The adjustable display 30 is mostly arranged specially as an adjustable display of the game field 3 which enables adjustable presenting (henceforth fluctuation) of the identification information (specially henceforth a pattern) in each special pattern displays (adjustable display) 33a-33c of the left, inside, and the right in the center. In addition, the detailed configuration of the adjustable display 30 is explained in full detail behind specially.

[0008] Under the adjustable display 30, the common adjustable winning-a-prize ball equipment 4 which has the starting function to permit fluctuation of a pattern specially is arranged specially. The starting ball detector 7 which is equipped with piece of movable vane 6a and this 6b of pair by which movable control of adjustable winning-a-prize ball equipment 4 is usually carried out by solenoid 5 between perpendicular (it usually opens) location and tilt (expansion disconnection) location b, is constituted as the so-called tulip mold accessory, and usually detects that hitted ball that won a prize of adjustable winning-a-prize ball equipment 4 is formed. In addition, also when piece of movable vane 6a and 6b are perpendicular (it usually opens) locations, winning a prize to adjustable winning-a-prize ball equipment 4 is usually attained. Moreover, the count (this operation gestalt 4 times) storage of predetermined is carried out [ be / it / under / fluctuation / removing ], and fluctuation of the special pattern based on winning a prize to adjustable winning-a-prize ball equipment 4 is usually displayed by the special pattern storage display LED 36 of the after-mentioned [ that ].

[0009] Moreover, the special adjustable winning-a-prize ball equipment 8 attached in the game board 1 through the attachment substrate 9 is usually arranged at the lower part of

adjustable winning-a-prize ball equipment 4. In the center section of adjustable winning-a-prize ball equipment 8, the adjustable winning-a-prize opening 10 is established specially, therefore, closing motion control of the closing motion plate 12 by the solenoid 11 was carried out movable, and this special adjustable winning-a-prize opening 10 is come. The specific ball detector 13 and the winning-a-prize ball detector 14 which detect a winning-a-prize ball are specially formed in the interior of the adjustable winning-a-prize opening 10, and the specific ball detector 13 permits formation of the right of continuation later mentioned by detection of a winning-a-prize ball. In addition, the number drop 15 of seven segment types which display the number of winning-a-prize balls detected by the winning-a-prize ball detector 14 and the specific ball detector 13 is specially formed in the rear-face wall in the adjustable winning-a-prize opening 10. Moreover, the winning-a-prize opening 16, the attacker lamp 17, and decoration LED 18 are formed in each side of right and left of the special adjustable winning-a-prize opening 10 in the attachment substrate 9, respectively.

[0010] Carrying out a deer, the special adjustable winning-a-prize ball equipment 8 constituted as mentioned above operates as follows. Namely, if a hitted ball usually wins a prize of adjustable winning-a-prize ball equipment 4 and the starting ball detector 7 is made to turn on If the adjustable display 30 starts fluctuation specially and fixed time amount passes, a pattern is specially decided, for example in order of the left, the right, and inside, and when the combination of the fixed pattern becomes predetermined great success combination (Zorro eye of the same pattern), it will be in a specific game condition (it is also called a great success game condition). And in this specific game condition, specially, it is set up like (open cycle), and the closing motion plate 12 of adjustable winning-a-prize ball equipment 8 catches the hitted ball which is opened until the winning-a-prize ball of a predetermined period (for example, 29 seconds) or the predetermined number (for example, ten pieces) is generated and which falls the front face of the game board 1, while [ that ] having opened wide. And if the caught hitted ball turns on the specific ball detector 13, the open cycle again described above after termination of an open cycle is repeated, whenever the specific ball detector 13 turns on, the right of continuation can be materialized and an open cycle can be repeated a maximum of 16 times. Moreover, the side lamp decoration 25 which built in the wind mill 19 which contained the wind-mill lamp 20 besides the above-mentioned configuration, the winning-a-prize opening 21 having the shoulder lamp 22, the winning-a-prize opening 23 having the sleeve lamp 24, and the side lamp 26, the out opening 27, and back ball prevention member 28 grade are prepared in the game field 3. Moreover, the premium ball of a predetermined number (for example, 15 pieces) pays out the winning-a-prize ball which entered in said each winning-a-prize opening or each adjustable winning-a-prize ball equipment to one winning-a-prize ball.

[0011] In addition, the specific game condition of this invention should just be in the condition of performing any one control or combined control not only among the above but among the control of \*\* - \*\* shown below.

[0012] \*\* The first condition of making winning a prize of a hitted ball easy, and the second condition of being hard to win a prize or it cannot win a prize in a hitted ball, alike -- the adjustable winning-a-prize ball equipment which can change -- receiving -- predetermined time -- winning a prize of control \*\* specification changed into the first condition continuously or intermittently or detection of the hitted ball in a passage field

being made to intervene, and with the first condition of making winning a prize of a hitted ball easy. The second condition of being hard to win a prize or it cannot win a prize in a hitted ball, As opposed to the storages (a card, receipt, etc.) which have the control \*\* valuable value which is not concerned with winning a prize of a control \*\* hitted ball changed into the first condition continuously or intermittently, but discharges the premium ball of a predetermined number directly alike -- the adjustable winning-a-prize ball equipment which can change -- receiving -- predetermined time -- The configuration of the control which gives a score to the game machine in which a game is possible based on there being a control \*\* score adding a valuable number, next the special adjustable display 30 which constitutes the important section of this operation gestalt is explained. Specially, the adjustable display 30 has the attachment substrate 31 attached in the front face of said game board 1, and the rectangle-like window frame section 32 is formed in this attachment substrate 31. And behind this window frame section 32, the CRT display machine 33 which has each special pattern displays 33a-33c of the left, inside, and the right which indicate the pattern by adjustable separately specially is \*\*\*\*(ed). While the pattern drop 34, the common pattern storage drop 35 of two right and left, and the winning-a-prize opening 37 are usually formed, under the window frame section 32, the pattern storage display LED 36 and the warp outlet 39 are specially formed above the window frame section 32. Moreover, the warp inlet port 38 which receives the hitted ball which falls the inside of the game field 3, respectively, and is led to said warp outlet 39 is established in the right-and-left side of the window frame section 32. Thereby, the hitted ball included in the warp inlet port 38 is again emitted on the game board 1 from said warp outlet 39 usually located above adjustable winning-a-prize ball equipment 4, and is usually easy to win a prize of adjustable winning-a-prize ball equipment 4.

[0013] Moreover, said passage ball detector 40 which usually permits fluctuation of the pattern drop 34 is formed in the left-hand side warp inlet port 38 with detection of a passage ball. When a pattern usually hits and it becomes a pattern, open control of piece of movable vane 6a and the 6b of adjustable winning-a-prize ball equipment 4 is usually carried out until predetermined time passes, but when the probability fluctuation (game condition changed into the high probability for a great success judging probability to usually differ from the time) mentioned later arises, the pattern drop 34 is usually set up so that a released time may become long. Moreover, usually the count (this operation gestalt 4 times) storage of predetermined of the fluctuation of a pattern is carried out [ be / it / under / fluctuation / removing ], that is displayed by said common pattern storage drop 35, and the fluctuation time amount is usually shortened compared with the time at the time of probability fluctuation. In addition, the pattern storage drop 35 usually has composition of two right and left, one fluctuation storage of a pattern is usually displayed by lighting of only the left-hand side common pattern storage drop 35, and two - four fluctuation storage of a pattern is usually expressed as this operation gestalt by lighting of the common pattern storage drop 35 of right-and-left both sides. Moreover, while it always is not necessary to set fluctuation storage of a pattern as regularity (for example, 4 times) for example, and usually carrying out at once by the time, in the below-mentioned probability fluctuation, it is also usually possible to make it 4 times. Moreover, actuation of the various configuration members which usually start fluctuation actuation and this of the pattern drop 34 is explained in full detail behind.

[0014] Next, each special pattern the left, the inside, and on the right of the above-

mentioned CRT display machine 33 is explained. [ which is specially displayed on the pattern displays 33a-33c ] As shown in drawing 5 , each special pattern of the left, inside, and the right consists of 16 kinds of "1 - 9, and A-G", respectively, and the random number of each of WC RND L-C-R (refer to drawing 6 ) mentioned later corresponds, and it is prepared in each pattern of these left, inside, and the right. The combination of a great success pattern is combination to which each pattern of the left, inside, and the right was equal in the same pattern, and this combination is determined based on the random number of WC RND C. The pattern which gathered in either "3, 5, 7 and D" among great success patterns generates the probability fluctuation which constitutes the probability-changing figure as a display result specially, and is explained in full detail behind.

Moreover, while, as for such a probability-changing figure, the pattern color is red, other special patterns are green. Thereby, the difference in the game value at the time of great success (existence of probability changing) can report now clearly to a game person. In addition, the above-mentioned CRT display machine 33 performs prediction information of a predetermined mode by the whole display screen of trichotomy specially changed to the pattern displays 33a-33c, or superimposing on the pattern displays 33a-33c specially, and displaying the below-mentioned character.

[0015] As mentioned above, although the configuration of the game board 1 of the pachinko game machine which contains the adjustable indicating equipment 30 specially has been explained, those game equipments are controlled by the game control circuit shown in drawing 2 and drawing 3 . Drawing 2 and drawing 3 are the circuit diagrams showing a game control circuit by the block configuration, and are controlled by MPU, ROM and RAM which are not illustrated, and the basic circuit 41 which makes the display-control means of this invention including an I/O circuit. A deer is carried out, the detecting signal from the starting ball detector 7, the specific ball detector 13, the winning-a-prize ball detector 14, the passage ball detector 40, and the probability configuration switch 56 is inputted through an input circuit 42, and, as for the basic circuit 41, a chip select signal is given to the basic circuit 41 from the address decoding circuit 43. Moreover, a reset signal is given to a power up from the initial reset circuit 44 in the basic circuit 41, and a fixed reset signal is given to the basic circuit 41 from the fixed reset circuit 45 for every predetermined time. In addition, it is a switch for a hole side presetting a great success probability to either among the three-stages of setup 1-3 in said probability configuration switch 56.

[0016] On the other hand, a control signal is given to the following equipment and circuits from the basic circuit 41. Namely, a display-control signal is given to the CRT display machine 33 through the CRT circuit 46. A display driving signal is given to the number drop 15, the common pattern drop 34, the special pattern storage display LED 36, the common pattern storage drop 35, decoration LED 18, and the sleeve lamp 24 through the LED circuit 47. A driving signal is given to each solenoid 5-11 through the solenoid circuit 48. A display-control signal is given to the wind-mill lamp 20, the shoulder lamp 22, the side lamp 26, and the attacker lamp 17 through the lamp circuit 49, and a sound signal is given to an electric-spectaculars substrate through an electronic speech circuit 50 and the sound-volume amplifying circuit 51. Moreover, from the basic circuit 41, the display control of the lamps other than the above-mentioned configuration member is carried out with various kinds of lamp control data being outputted through the electric-spectaculars signal circuit 52. Furthermore, the basic circuit 41 outputs various

information, such as great success, a count of pattern decision, and probability fluctuation, to the exteriors (a hole computer, call lamp, etc.) through the information output circuit 53, and is outputting various kinds of awarded-balls number signals outside through the awarded-balls number signal output circuit 54. In addition, the power which has various kinds of electrical potential differences from a power circuit 55 is supplied to above-mentioned equipment and the above-mentioned circuit.

[0017] Moreover, the CRT display machine 33 which receives a display-control signal through the above-mentioned CRT circuit 46 is equipped with the image display control board 60 shown in drawing 4, and this image display control board 60 consists of CPU61, WRAM (work piece RAM)62, ROM63, VCE (video color encoder)64, VDC (video display controller)65, and each VRAM (Video RAM) 66-67. And while CPU61 is connected through CN (connector)68, CPU61 and VCE64 are connected to the display (specially pattern displaysa [ 33 ]-33c) side of the CRT display machine 33 through CN69 at the CRT circuit 46 side.

[0018] The above CPU 61 receives the command for the image display given from the CRT circuit 46 side through CN68 (display-control signal). And CPU61 performs processing for image display, using WRAM62 as a working area based on the program and data for image display which are stored in ROM63. The image data about identification information (pattern), information information, etc. which are displayed on the display of the CRT display machine 33 is contained in the data for image display stored in ROM63.

[0019] The procedure of CPU61 is as follows. CPU61 reads the data for image display from ROM63 according to the received command, and gives this data to VDC65. At this time, CPU61 also gives the data for VRAM control of the coordinate for the display to everything but image data, scrolling, etc. to VDC65. VDC65 performs processing about a color, brightness, etc. while it receives the data for image display about identification information, information information, etc. and assigns these data to each VRAM 66-67, respectively. VDC65 gives the data for image display created by making it such to VCE64. VCE64 changes the data given, respectively into the decode synchronizing signal for displaying by the display from each VRAM 66-67, and gives this signal to a display through CN69.

[0020] Next, fluctuation actuation of the special pattern by said special adjustable indicating equipment 30 is explained as a display-control means with reference to a timing diagram, an explanatory view, etc. which are shown in drawing 6 thru/or drawing 15. First, the random number specially used for fluctuation actuation of the adjustable display 30 is explained. with the adjustable display 30, five kinds of random numbers as shown in drawing 6 use it specially -- having -- \*\*\*\* -- these random numbers -- WC RND1 for great success decision, WC RND L for a left figure shank display, WC RND C for an inside pattern display, WC RND R for a right figure shank display, and WC RND RCH for reach actuation -- since -- it is constituted. WC RND1 changes every moment by the setup 1 by said probability configuration switch 56 by a numeric value being set as 327 kinds of "0-326" by setup 2, and being set as 369 kinds of "0-368" by 305 kinds of "0-304" by setup 3 again, respectively, and this numeric value being added to them every [ 1 ] every 0.002 seconds. As for WC RNDL, 16 kinds of numeric values of "0-15" change every moment by the thing of every 0.002 seconds and interruption processing added not much to time amount every [ 1 ]. WC RND C changes every moment by 16

kinds of numeric values of "0-15" being added every [ 1 ] every 0.002 seconds. WC RND R changes every moment by 16 kinds of numeric values of "0-15" being added every [ 1 ] at the time of carry of WC RND L. As for WC RND RCH, 100 kinds of numeric values of "0-99" change every moment by the thing of every 0.002 seconds and interruption processing added not much to time amount every [ 1 ].

[0021] And in the setup 1 by said probability configuration switch 56, if the value extracted from WCRND1 is "7" and is judged to be great success as shown in drawing 7, a great success pattern will be determined by the data of WC RND C (0-15), and this great success pattern will be specially displayed on the CRT display machine 33 of the adjustable display 30. On the other hand, if values other than "7" are extracted by WC RND1 and it is judged with a blank, the pattern corresponding to each extract value from WC RND L-C-R will separate, and it will be specially displayed on the CRT display machine 33 of the adjustable display 30 as a pattern. In addition, when each extract value from WC RND L-C-R is in agreement with a great success pattern also by chance, it adds and separates from "1" to the data of WC RND C, and displays by making it a pattern. Moreover, it sets to the judgment of such a hit blank, and the value of "7, 71, 151, and 277" in WC RND1 serves as a random number for great success decision at the time of probability fluctuation (at the time of a high probability). Similarly, also by setup 2 or setup 3 by the probability configuration switch 56, as shown in drawing 8 or drawing 9, when the value extracted from WC RND1 is "7", while it is becoming it a great success, when values other than "7" are extracted, it becomes a blank. In addition, at the time of probability fluctuation of setup 2 (at the time of a high probability), the value of "7, 71, 151, 277, 307, and 313" in WC RND1 serves as a random number for great success decision, and the value of "7, 71, 151, 277, 307, 313, and 359" in WC RND1 serves as a random number for great success decision at the time of probability fluctuation of setup 3 (at the time of a high probability).

[0022] Fluctuation of a pattern is specially shown in the timing diagram of drawing 11 thru/or drawing 15. In addition, fluctuation of each pattern train of the left, inside, and the right is performed based on the pattern shown in the chart Fig. of drawing 10. The fluctuation pattern A is a pattern which carries out high-speed fluctuation with constant speed. The fluctuation pattern B It is the pattern which carries out 1 pattern moderation and stops. The fluctuation pattern C It is the pattern which carries out low-speed fluctuation with constant speed. The fluctuation pattern D It is the pattern changed in less than one pattern approximately. The fluctuation pattern E The fluctuation pattern F is a pattern which carries out high-speed fluctuation with constant speed, it is the pattern changed for 0.300 seconds per pattern, and the fluctuation pattern H is [ the fluctuation pattern G is a pattern which carries out low-speed fluctuation with constant speed, and ] a pattern changed for 1.034 seconds per pattern.

[0023] First, fluctuation of the special pattern at the time (at the time of a low probability) is usually explained. In drawing 11, if a hit ball usually wins a prize of adjustable winning-a-prize ball equipment 4 and the starting ball detector 7 (it is indicated as starting opening winning a prize in drawing 11) derives a trigger signal, at the time of the standup of the trigger signal, a numeric value is extracted from WCRND1 and WC RND C, and this is stored. Then, from the standup of a trigger signal, after 0.002 seconds, it judges by reading stored WC RND1, and after the 0.002 seconds, while extracting a numeric value from WC RND L-R and WCRND RCH, stored WC RND C is read. And

all the pattern trains of the left, inside, and the right are fluctuated by the fluctuation pattern A after 0.300 seconds from the standup of a trigger signal. Then, after changing by the fluctuation pattern A for 5.000 seconds, a left pattern train is changed by the fluctuation pattern B for 1.118 seconds, and stops. After changing by the fluctuation pattern A for 6.118 seconds, a right pattern train is changed by the fluctuation pattern B for 1.102 seconds, and stops. In addition, in a certain case, in the fluctuation pattern A of each pattern of such the left and right, fluctuation time amount is shortened for the storage by the time of \*1, i.e., starting opening winning a prize, or more by three at 4.600 seconds and 5.718 seconds, respectively.

[0024] On the other hand, as shown in drawing 12, after changing by the fluctuation pattern A for 7.220 seconds at the times other than reach, an inside pattern is changed by the fluctuation pattern B for 1.102 seconds, and stops. Moreover, the inside pattern in reach 1 is changed by the fluctuation pattern C for 5.628 seconds, after changing for 7.220 seconds by the fluctuation pattern A, it is changed by the fluctuation pattern C for 0 - 8.288 seconds after that, and stops. After changing by the fluctuation pattern C for 5.628 seconds after changing for 7.220 seconds by the fluctuation pattern A, and changing by the fluctuation pattern C for 0 - 8.288 seconds after that, it is once stopped for 0.484 seconds, and subsequently it fluctuation pattern D Reaches for 1.000 seconds, and the inside pattern in reach 2 is changed by the strange \*\* pattern E for 0.300 - 4.500 seconds, and stops. After changing by the fluctuation pattern C for 5.628 seconds after changing for 7.220 seconds by the fluctuation pattern A, and changing by the fluctuation pattern C for 0 - 8.288 seconds after that, it is once stopped for 0.484 seconds, and subsequently the inside pattern in reach 3 is changed by the fluctuation pattern D for 1.000 seconds, and stops.

[0025] Moreover, as shown in drawing 13, after changing for 7.220 seconds by the fluctuation pattern A, it changes by the fluctuation pattern C for 13.368 seconds, it is once stopped for 0.484 seconds after that, and subsequently the inside pattern in reach 4 is changed by the fluctuation pattern F for 7.000 seconds, and stops. After changing for 7.220 seconds by the fluctuation pattern A, it changes by the fluctuation pattern C for 13.368 seconds, it is once stopped for 0.484 seconds after that, and subsequently the inside pattern in reach 5 is changed by the fluctuation pattern G for 2.800 seconds, and the fluctuation pattern H for 2.068 - 5.170 seconds, and stops. After changing for 7.220 seconds by the fluctuation pattern A, it changes by the fluctuation pattern C for 13.368 seconds, it is once stopped for 0.484 seconds after that, and subsequently the inside pattern in reach 6 is changed by the fluctuation pattern G for 2.800 seconds, and the fluctuation pattern H for 3.102 - 5.170 seconds, and stops. In addition, the above-mentioned selection of reaches 1-6 is as being set up based on the monograph affairs 1-3 of a publication, and the extract value of said WC RND RCH into drawing 11, and specifically being shown in drawing 12 and drawing 13. Moreover, in the fluctuation pattern A of the inside pattern except reach in reaches 1-6, fluctuation time amount is shortened by 6.820 seconds at the time of \*1.

[0026] Next, fluctuation of the special pattern at the time of a high probability (at the time of probability fluctuation) is explained. In drawing 14, if a hit ball usually wins a prize of adjustable winning-a-prize ball equipment 4 and the starting ball detector 7 (it is indicated as starting opening winning a prize in drawing 14) derives a trigger signal, at the time of the standup of the trigger signal, a numeric value is extracted from WC RND1

and WC RND C, and this is stored. Then, from the standup of a trigger signal, after 0.002 seconds, it judges by reading stored WC RND1, and after the 0.002 seconds, while extracting a numeric value from WC RND L-R and WC RND RCH, stored WC RND C is read. And all the pattern trains of the left, inside, and the right are fluctuated by the fluctuation pattern A after 0.300 seconds from the standup of a trigger signal. Then, after changing by the fluctuation pattern A for 5.000 seconds, a left pattern train is changed by the fluctuation pattern B for 1.118 seconds, and stops. After changing by the fluctuation pattern A for 6.118 seconds, a right pattern train is changed by the fluctuation pattern B for 1.102 seconds, and stops. In addition, in a certain case, in the fluctuation pattern A of each pattern of such the left and right, fluctuation time amount is shortened for the storage by the time of \*1, i.e., starting opening winning a prize, or more by three at 1.500 seconds and 2.618 seconds, respectively. Moreover, in a case of other than [ conditions 7 i.e., reach, ], as shown in drawing 14, fluctuation control of the pattern of the left, inside, and the right is carried out at coincidence. After changing by the fluctuation pattern A for 4.600 seconds, it changes by the fluctuation pattern B for 0.802 seconds, and, specifically, stops. In this case, in a certain case, the fluctuation time amount in the fluctuation pattern A is shortened for the storage by the time of \*2, i.e., starting opening winning a prize, or more by one at 1.500 seconds.

[0027] On the other hand, as an inside pattern is shown in drawing 15, either of the reaches 4-6 is performed among the various reaches mentioned above. After changing for 7.220 seconds by the fluctuation pattern A, it changes by the fluctuation pattern C for 5.112 seconds, it is once stopped for 0.484 seconds after that, and subsequently the inside pattern in reach 4 is changed by the fluctuation pattern F for 7.000 seconds, and stops. After changing for 7.220 seconds by the fluctuation pattern A, it changes by the fluctuation pattern C for 4.512 seconds, it is once stopped for 0.484 seconds after that, and subsequently the inside pattern in reach 5 is changed by the fluctuation pattern G for 2.800 seconds, and the fluctuation pattern H for 2.068 - 5.170 seconds, and stops. After changing for 7.220 seconds by the fluctuation pattern A, it changes by the fluctuation pattern C for 4.512 seconds, it is once stopped for 0.484 seconds after that, and subsequently the inside pattern in reach 6 is changed by the fluctuation pattern G for 2.800 seconds, and the fluctuation pattern H for 3.102 - 5.170 seconds, and stops. In addition, selection of the reaches 4-6 in the time of the above-mentioned high probability is as being set up based on the monograph affairs 4-6 of a publication, and the extract value of said WC RND RCH into drawing 14, and specifically being shown in drawing 15. Moreover, in the fluctuation pattern A of the inside pattern in reaches 4-6, fluctuation time amount is shortened by 3.720 seconds at the time of \*1.

[0028] Next, the actuation after fluctuation termination of the adjustable display 30 is specially explained with reference to drawing 16. First, as a result of fluctuation, by the case where it becomes the combination of a great success pattern, as shown in drawing 16 (A), great success is judged after [ of a fluctuation halt of an inside pattern ] 1.300 seconds. And if the closing motion plate 12 (it is indicated as large winning-a-prize opening in drawing 16) of adjustable winning-a-prize ball equipment 8 is specially opened wide for 29.500 seconds after [ of this great success judging ] 6.000 seconds and 2.000 seconds pass since open termination of the closing motion plate 12, open actuation of the closing motion plate 12 will be repeated again. Moreover, when ending open actuation of the closing motion plate 12 and there is starting storage of a pattern specially,

as shown in drawing 16 (B), pattern fluctuation is started after [ of closing of the closing motion plate 12 ] 10.314 seconds. In addition, read-out and the judgment of WC RND1 which were stored after [ of closing of the closing motion plate 12 ] 10.012 seconds in this case are performed, and WC RND C stored while extracting WC RND L-R-RCH is read after those 0.002 seconds. In the case where it becomes the combination of a blank pattern and there is starting storage of a pattern specially on the other hand at the time as a result of fluctuation, if fluctuation of an inside pattern stops and 1.104 seconds pass as shown in drawing 16 (C), sequential initiation of the fluctuation of each pattern train of the left, inside, and the right will be carried out. In addition, read-out and the judgment of WC RND1 which were stored after [ of a fluctuation halt of an inside pattern ] 0.800 seconds in this case are performed, and WC RND C stored while extracting WC RND L-R-RCH is read after those 0.004 seconds. In addition, while being shown in drawing 16 (C), the time amount (0.800 seconds) from a fluctuation halt of a pattern to a judgment is shortened at 0.500 seconds at the time of a high probability.

[0029] Next, said common pattern usually displayed on the pattern drop 34 is explained. A pattern usually consists of six kinds of "A-b-C-d-L and 7", as shown in drawing 18. These WC RND2 (3-13) for hit decision added every [ 1 ] every 0.002 seconds as usually shown in drawing 17 to a pattern, WCRND F usually for a pattern display which is added every [ 1 ] every 0.002 seconds, and is added to interruption processing remainder time amount every [ 1 ] (0-5), The random number of each of \*\*\*\* eclipse \*\*\*\*\* and WC RND F (0-5) is prepared corresponding to each common pattern of "A-b-C-d-L and 7" (refer to drawing 18 ). Moreover, in the extract of the random number from WC RND2 (3-13), if the value of "3" is extracted and it is judged with a hit as shown in drawing 19 , the hit pattern of "7" corresponding to "5" of WC RND F data will usually be displayed on the pattern indicator 34, and predetermined time disconnection (expansion of winning-a-prize opening) of the adjustable winning-a-prize ball equipment 4 will usually be carried out. On the other hand, if values other than "3" are extracted by WC RND2 and it is judged with a blank, the value of WCRND F data will be extracted and the blank pattern corresponding to this value will usually be displayed on the pattern drop 34. In addition, in spite of having been judged with the blank by WC RND2, when the value extracted by WCRND F hits also by chance and serves as a pattern, the blank pattern of "A" is chosen and this is usually displayed on the pattern drop 34. Moreover, the judgment of the extract data from the above WCRND2 is the case where a hit probability is usually at the time, and at the time of the same probability changing as said special pattern (at the time of a high probability), while the value extracted from WC RND2 judges with a hit with one of values among "3-12", it judges with a blank with the other value of "13."

[0030] Next, fluctuation actuation of the common pattern in the above-mentioned common pattern indicator 34 is explained based on the timing diagram of drawing 20 and drawing 21 . First, in drawing 20 , ON of the passage ball detector 40 (in drawing 20 , it is usually indicated as a pattern starting ball detector) performs an extract and storing of WC RND2 to this and coincidence. Then, if predetermined time (0.002 seconds) passes since ON of the passage ball detector 40, WC RND F will be extracted and fluctuation of a pattern will usually be started after the 0.002 seconds. And fluctuation is suspended after predetermined time (28.000 seconds) from ON of the passage ball detector 40. In addition, at the time of the time amount compaction (henceforth reduction of working

hours) which \*4 shown in drawing 20 mention later at the high probability time, the fluctuation time amount of a pattern is usually shortened by 5.200 seconds. And adjustable winning-a-prize ball equipment 4 is usually opened after predetermined time (0.002 seconds) for 0.500 seconds after [ when / which is a pattern / a deactivate indication is usually sometimes (at the time of a low probability) carried out, as a pattern usually hits, and it is shown in drawing 21 (A), ] a pattern usually stops. Then, when there is passage storage to the passage ball detector 40, after [ of closing of adjustable winning-a-prize ball equipment 4 ] 0.002 seconds, WC RND F is extracted and fluctuation of a pattern is usually again started after the 0.002 seconds. In addition, although open actuation of adjustable winning-a-prize ball equipment 4 is usually for 0.500 seconds, if one winning-a-prize ball enters, even if it will not fulfill time amount, it is the thing at this time which ends disconnection at that time. Moreover, if predetermined time (0.002 seconds) passes after a pattern usually stops as a pattern usually hits, and it is shown in drawing 21 (B), when [ which is a pattern ] a deactivate indication is carried out at the time of probability fluctuation and time amount compaction (at the time of a high probability), after usually opening adjustable winning-a-prize ball equipment 4 wide for 2.200 seconds and placing the interval for 3.000 seconds, it opens for 2.200 seconds again. Then, when there is passage storage to the passage ball detector 40, WC RND F is usually extracted after [ of closing of adjustable winning-a-prize ball equipment 4 ] 0.002 seconds, and fluctuation of a pattern is usually again started after the 0.002 seconds.

[0031] Next, if probability fluctuation of a pattern and a common pattern is explained specially, as shown in drawing 22 If the deactivate indication of the Zorro eye (being a great success pattern and probability-changing figure) of one of the same patterns is carried out to the adjustable display 30 and it will be in a great success game condition among "3", "5", "7", and "D" specially at it at the time of great success (at the time of actuation of condition equipment) Then, probability fluctuation is performed [ the count of predetermined ( drawing 22 2 times) ] unconditionally. After this probability fluctuation fluctuates a high probability ignited by termination of specific game condition (great success game condition) generating by the probability-changing figure, it is usually returned to the probability at the time ignited by generating of specific game conditions other than a probability-changing figure. Moreover, when it becomes it a great success in a probability-changing figure again at the time of probability changing, probability fluctuation is again repeated the count of predetermined (2 times) from the point in time. In addition, control of probability fluctuation may not be limited to control of a publication in this operation gestalt, and may carry out probability fluctuation control only of the pattern of a pattern or one of common patterns specially.

[0032] Next, if the deactivate indication of the Zorro eye (great success patterns other than a probability-changing figure) of the same patterns other than "3", "5", "7", and "D" is carried out to the adjustable display 30 and it will be in a great success game condition specially at it at the time of great success (at the time of actuation of condition equipment) as it is shown in drawing 23 , when time amount compaction of a pattern is usually explained, the fluctuation time amount of the pattern drop 34 will usually be shortened unconditionally after that. Thereby, the rate of a pattern of hitting since [ at the time of time amount compaction ] the count of fluctuation processing per time amount usually increases compared with the time improves, and it usually serves as the contents of a game advantageous to a game person. In addition, detailed reduction-of-working-

hours control is as being shown in said drawing 20 . moreover, such a number of passage balls (in drawing 23 , it is indicated as a starting winning-a-prize ball) that usually detects the reduction-of-working-hours period of a pattern with the passage ball detector 40 -- in other words, it is usually determined by the transaction count of a pattern. That is, a period until a pattern usually carries out count fluctuation of predetermined from the termination point in time of a great success game condition is set up as a reduction-of-working-hours period which is usually a pattern. Moreover, it is decided based on the extract value of WC RND TAN for the counts of time amount compaction (0-4) usually added every [ 1 ] every 0.002 seconds as the transaction count of a pattern is shown in drawing 24 which determines the termination time of a reduction-of-working-hours period. 50 times, as shown in drawing 25 , when the extract value of WC RND TAN is "0", the extract value of 20 times and WC RND TAN is "1", the extract value of 30 times and WC RND TAN is "2" and the extract value of 40 times and WC RND TAN is "3", when the extract value of WC RND TAN is "4", specifically, it is 60 times. In addition, into this operation gestalt, control of time amount compaction may not be limited to control of a publication, and may reach specially, for example, may carry out reduction-of-working-hours control only of both ordinary patterns or an ordinary special pattern. [0033] Next, the concrete character image accompanying control and this of character information is explained with reference to the flow chart and explanatory view which are shown in drawing 26 thru/or drawing 33 . In addition, the following explanation indicates for convenience the whole display screen of trichotomy specially changed to the pattern displays 33a-33c as 33d of adjustable displays. First, control of the reach prediction information by the character is explained based on the flow chart of drawing 26 . In drawing 26 , it distinguishes that it is reach (S1). While distinguishing whether WC RND RCH is "99" (S2), and shifting to the below-mentioned S4 when WC RND RCH is "99" when it is not reach in S1, when it is not "99", a treatment process is ended and it returns to the Maine flow. Moreover, in the case of reach, it distinguishes whether this is probability-changing reach by the above S1 (S3). Not probability-changing reach but at the time of reach, it usually distinguishes whether next WC RND RCH is a value more than "10" by S3 (S4). And when WC RND RCH is a value more than "10" in S4, while usually performing character information (S5) of reach prediction, when WC RND RCH is the value of under "10", character information (S6) of probability-changing reach prediction is performed, and it returns to the Maine flow. In addition, a superposition indication of the character 71 of S5 and S6 in which the image of concrete character information had flag 71a as shown in drawing 31 (A) is given specially each time at the pattern displays 33a-33c. Moreover, the image which the alphabetic character of "reach ?" described at flag 71a as shown in drawing 31 (A) is usually an information image of reach prediction, and the alphabetic character of flag 71a is changed into "probability-changing reach ?" at the time of the information of probability-changing reach prediction. Moreover, as an information image of such usual and each reach prediction of probability changing, it may change to the pattern displays 33a-33c specially at the thing of drawing 31 (A) which indicated the character 71 by superposition, and as shown in drawing 31 (B), the character 72 may be displayed on 33d of adjustable displays. In addition, the information image of drawing 31 (B) is usually an image for reach prediction which the character 74 points to board 72a which the alphabetic character of "reach ?" described, and the alphabetic character of board 72a is changed into "probability-changing reach ?"

at the time of probability-changing reach prediction.

[0034] Next, control of the great success prediction information by the character is explained based on the flow chart of drawing 27. In drawing 27, it distinguishes first that it is great success (S11). While distinguishing whether WC RND RCH is "99" (S12), and shifting to the below-mentioned S14 when WC RND RCH is "99" when it is not great success in S11, when it is not "99", a treatment process is ended and it returns to the Maine flow. Moreover, in great success, it distinguishes whether this is probability-changing great success by the above S11 (S13). At the time of the usually great success instead of probability-changing great success, it distinguishes whether next WC RND RCH is a value more than "10" by S13 (S14). And when WC RND RCH is a value more than "10" in S14, while usually performing character information (S15) of great success prediction, when WC RND RCH is the value of under "10", character information (S16) of probability-changing great success prediction is performed, and it returns to the Maine flow. In addition, the image of concrete character information is an image of S15 with which the alphabetic character of flag 71a of said drawing 31 (A) or board 72a of drawing 31 (B) was changed into "great success?", and the image of concrete character information of S16 is an image with which the alphabetic character of flag 71a of said drawing 31 (A) or board 72a of drawing 31 (B) was changed into "probability-changing great success?".

[0035] Next, control of the re-fluctuation prediction information by the character is explained based on the flow chart of drawing 28. In drawing 28, it distinguishes first that it is reach (S21). While distinguishing whether WC RND RCH is "7" (S22), and shifting to the below-mentioned S25 when WC RND RCH is "7" when it is not reach in S21, when it is not "7", a treatment process is ended and it returns to the Maine flow. Moreover, in the case of reach, it distinguishes whether this is said reach 1 by the above S21 (S23). While shifting to said S22 in S23 at the time of reach 1, it distinguishes whether the number of WC RND RCH is even next by S23 at the time of either of said reaches 2-6 (reach accompanied by re-fluctuation) other than reach 1 (S24). And when the number of WC RND RCH is even in S24, while ending a treatment process and returning to the Maine flow, when the number of WC RND RCH is odd, character information (S25) of re-fluctuation prediction is performed. Moreover, the image of concrete character information is an image which re-fluctuates pattern display 33b specially with actuation (an arm is swung down) of the character 73 as a superposition indication of the character 73 is given after [ of S25 ] the pattern displays 33a-33c have stopped specially as shown in drawing 32 (A), and shown in drawing 32 (B) after that. In addition, such re-fluctuation prediction information of a pattern may not be limited only at the time of reach, and may be performed at the time of great success and each pattern halt (re-judging after a complete diagram shank halt).

[0036] Next, control of the count prediction information of time amount compaction by the character is explained based on the flow chart of drawing 29. In drawing 29, it distinguishes first that it is a time of great success termination (S31). If it distinguishes that it is in S31 at the great success termination time, it will distinguish whether next WC RNDTAN is more than "3" (S32). When WC RND TAN is under "3" in S32, it shifts to S33 and distinguishes whether WC RND RCH is more than "10." And when WC RND RCH is more than "10" in S33, while performing character information (S34) of the count prediction of the first-hour compaction, when WC RND RCH is under "10",

character information (S35) of the count prediction of the second-hour compaction is performed. Moreover, when WC RND TAN is more than "3" in the above S32, it shifts to S36 and distinguishes whether WC RND RCH is more than "10", and when WC RND RCH is under "10" in S36, while shifting to said S34, when WC RND RCH is more than "10", it shifts to said S35. In addition, it is the image which the character 74 operates slot machine 74a which made the count of time amount compaction of S34 and S35 (20 - 60 times) determined by the extract of WC RND TAN as the image of concrete character information is shown in drawing 33 one pattern train, makes the stopped pattern (count) the count of time amount compaction, and indicates by prediction. Moreover, the character information of the count prediction of the first-hour compaction of S34 is the prediction information in the case of choosing one count of time amount compaction of 20 - 50 times, and the character information of the count prediction of the second-hour compaction of S35 is the prediction information in the case of choosing 60 times of the counts of time amount compaction. In addition, if the deactivate indication of the pattern (count) of "60" is carried out to slot machine 74a as shown in drawing 33 (B), in connection with this, alphabetic character 74b of a "chance" will be expressed to the fuselage station of the character 74 as the information image of the count prediction of the second-hour compaction.

[0037] As mentioned above, the game machine concerning this operation gestalt will carry out prediction information of the predetermined mode with the character by drawing 26 mentioned above thru/or the processing step (character prediction information means) of the character information in each flow of drawing 29, if a game condition becomes the predetermined modes (for example, probability-changing reach etc.) defined beforehand. Moreover, such a processing flow of character information is as being shown in drawing 30, and when distinguishing first whether character information is performed (S41) and performing character information, it outputs the voice (S42) and the display (S43) suitable for the character information for every various predetermined modes. That is, in the game machine of this operation gestalt, since a character display and voice generating from the loudspeaker according to this report a predetermined mode in prediction, predetermined modes, such as probability-changing reach, can be reported in [ it is intelligible and / \*\* ] prediction, as a result improvement in interest of a game is enabled. Moreover, by usual reach prediction or the usual usual great success prediction, if the effectiveness for every predetermined mode is indicated, since prediction used as reach or great success is known before a halt of a pattern, interest will improve. In addition to the effectiveness in usual reach prediction or great success prediction, in reach prediction of probability changing, or great success prediction of probability changing, the hope of the extensive reward balls accompanying probability fluctuation becomes high. In re-fluctuation prediction, even if it stops by HAZURE because the character appears, it re-changes, the hope which thinks will change to great success becomes high, and interest improves. In the count prediction of reduction of working hours, a hope changes by performing count prediction of reduction of working hours, and interest improves. In addition, although the character in this operation gestalt shows the display imitating human being, generally it should just have semantics in not only this but a living thing, or a vegetable pan as a piece object by itself.

[0038] Moreover, with this operation gestalt, while making a display result into a probability-changing figure specially, what is necessary is just in the condition of the

special pattern accompanying a display result of this invention, and not limiting to especially this and performing any one control or combined control among control of \*\* of this invention which shows a game condition below specially - \*\* although probability fluctuation of a pattern is usually specially made into the game condition, specially.

[0039] \*\* probability fluctuation control \*\* which usually operates adjustable winning-a-prize ball equipment and which usually raises the hit probability of a pattern -- fluctuation time amount compaction control \*\* which usually operates adjustable winning-a-prize ball equipment and which usually shortens the fluctuation time amount of a pattern -- usually -- the released time of adjustable winning-a-prize ball equipment, and the count of disconnection -- Although the image of the prediction information by the character is set as a general way with the probability fluctuation control which raises the great success probability of the improvement control in rate of reward balls \*\* special pattern which makes high the rate of reward balls accompanying winning a prize to open condition expansion control \*\* each winning-a-prize opening to which the winning-a-prize number of counts etc. is expanded, and the above-mentioned operation gestalt It is also possible to change the class of information image according to the probability (whenever [ expected ]) used as a predetermined mode after prediction information. The prediction information control from which whenever [ expected / which made the predetermined mode the reach condition ] differs hereafter is illustrated based on the flow chart of drawing 34 . In drawing 34 , the existence of fluctuation of whether the starting ball detector 7 (in drawing 34 , it is indicated as Starting SW) turned on and a special pattern is distinguished first (S51). When there is pattern fluctuation by S51, it distinguishes whether next, it becomes reach by the pattern fluctuation (S52). When becoming reach by S52, it distinguishes whether WC RND RCH is below "9" (S53). And when WC RND RCH is below "9" in S53, as shown in drawing 36 (A), the image which indicates the character A by superposition performs low reach prediction information of whenever [ expected ] to the pattern displays 33a-33c specially (S54). On the other hand, when WC RND RCH is not below "9" in S53, as shown in drawing 36 (B), the image which indicates character A-B by superposition performs high reach prediction information of whenever [ expected ] to the pattern displays 33a-33c specially (S55).

[0040] Moreover, when not becoming reach by the above S52, it distinguishes whether next WC RND RCH is "7" (S56). And when WC RND RCH is not "7" in S56, while shifting to the below-mentioned S58, when WC RND RCH is "7", the image of character A-B shown in said drawing 36 (B) performs high reach prediction information of whenever [ expected ] (S57). While shifting to S58, distinguishing whether the number of WC RND RCH is even and shifting to said S54 after that at the time of even number, a treatment process is ended at the time of odd number, and it returns to the Main flow.

[0041] In the above-mentioned control of the reach prediction information of drawing 34 , whenever [ reach expected / as shown in drawing 35 ] is set up for every image display. In drawing 35 , the thing used as the unit is the transaction count of a pattern, and has indicated the existence of the reach in the case where pattern fluctuation is performed 100 times, for every image of the character A, image of character A-B, and image with which the character does not appear, respectively. First, if the existence of reach carries out comparatively, it takes into consideration from the number of patterns of 16 pieces of each pattern train, the count without reach becomes  $x(15/16)100^{**}94$  time (= A times), and, specifically, the count with reach becomes  $x(1/16)100^{**}6$  time (= B times).

Therefore, the count without reach becomes  $x(49/100) A^{**46}$  time by the image of the character A in consideration of the extractability of WC RND RCH becoming 49/100 in distinction of S58 accompanying the flow from S56 of said drawing 34. The count without reach becomes  $x(1/100) A^{**1}$  time by the image of character A-B in consideration of the extractability of WC RND RCH becoming 1/100 in distinction of drawing 34 of S56. The count without reach becomes  $x(50/100) A=47$  time by the image by which the character does not appear in consideration of the extractability of WC RND RCH becoming 50/100 in distinction of drawing 34 of S58.

[0042] On the other hand, the count with reach becomes  $x(10/100) B^{**1}$  time by the image of the character A in consideration of the extractability of WC RND RCH becoming 10/100 in distinction of drawing 34 of S53. The count with reach becomes  $x(90/100) B^{**5}$  time by the image of character A-B in consideration of the extractability of WC RND RCH becoming 90/100 in distinction of drawing 34 of S53. By the image by which the character does not appear, since the count with reach does not exist, it becomes 0 times. Therefore, as shown in the chart Fig. of drawing 35, whenever [ reach expected / at the time of not being concerned with an image but seeing as total ] (those with reach / subtotal) ( $x100$ ) is set up to 6%, and has become 0% as the items by the image in which the character does not appear 83% by the image of character A-B 2% in the image of the character A. For this reason, since whenever [ reach expected ] differ and are set up for every image display, a game person's hope can be changed for every prediction information image of the character, as a result the interest of a game is improved further. In addition, the prediction information image which changed whenever [ reach expected ] is not limited to the image shown in drawing 36. For example, as shown in drawing 37 (A), while performing low reach prediction information of whenever [ expected ] by indicating the character A by superposition before a halt of the first halt pattern (specially pattern display 33a), you may carry out the high reach prediction information of whenever [ expected ] by indicating the character A by superposition after a halt of the first halt pattern, as shown in drawing 37 (B). Moreover, in the high reach prediction information of whenever [ expected ], on the way, as shown in drawing 38, as shown in drawing 39, expansion transformation of the character A is not carried out on the way, or it does not illustrate [ \*\*\*\* / changing the character A to the character B ], but a configuration, a motion, and a color tone may be changed.

[0043] Moreover, although the CRT display machine 33 constitutes the adjustable display 30 from this operation gestalt specially, it is also possible not to limit to especially this and to constitute from LCD, LED, VFD, EL, or a drop by the plasma. Moreover, it is also possible to constitute the whole game machine from displays, such as a CRT display machine, namely, to constitute a game machine from displaying configuration members, such as a "hitted ball" and "adjustable winning-a-prize ball equipment", on a drop in false. In addition, expenditure of awarded balls may be executed by proxy in a score etc. in this case.

[0044]

[Effect of the Invention] As mentioned above, it sets to this invention so that clearly from the explained place. the predetermined voice as which the game condition determined the display-control means beforehand -- a game condition when becoming like -- predetermined voice, since it had a character prediction information means by which displaying the character on an adjustable display reported a predetermined mode in

prediction when it did not become like and predetermined conditions were satisfied A predetermined mode can be reported in [ it is intelligible and / \*\* ] prediction, as a result the improvement in interest of a game is attained.

## DESCRIPTION OF DRAWINGS

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[Brief Description of the Drawings]

[Drawing 1] It is the front view showing the game board in 1 operation gestalt of this invention.

[Drawing 2] They are some block diagrams showing the control circuit which controls game actuation.

[Drawing 3] They are some block diagrams showing the control circuit which controls game actuation.

[Drawing 4] It is the block diagram showing an image display control board.

[Drawing 5] It is the chart Fig. showing the class of pattern specially.

[Drawing 6] It is the chart Fig. of the random number of various kinds specially used for fluctuation of a pattern.

[Drawing 7] It is an easy flow chart for explaining the actuation which determines the hit blank of a pattern specially with the random number chosen in the setup 1.

[Drawing 8] It is an easy flow chart for explaining the actuation which determines the hit blank of a pattern specially with the random number chosen in the setup 2.

[Drawing 9] It is an easy flow chart for explaining the actuation which determines the hit blank of a pattern specially with the random number chosen in the setup 3.

[Drawing 10] It is the chart Fig. showing the fluctuation pattern of a pattern specially.

[Drawing 11] Usually, it is the timing diagram which shows fluctuation actuation of each pattern train of the left and right at the time.

[Drawing 12] Usually, it is the timing diagram which shows fluctuation actuation of a pattern train while sometimes being able to set.

[Drawing 13] Usually, it is the timing diagram which shows fluctuation actuation of a pattern train while sometimes being able to set.

[Drawing 14] It is the timing diagram which shows fluctuation actuation of each pattern train of the left and right at the time of a high probability.

[Drawing 15] It is the timing diagram which shows fluctuation actuation of a pattern train while being able to set at the time of a high probability.

[Drawing 16] It is the timing diagram which this drawing (A) is Time Chard who shows open actuation of large winning-a-prize opening in accordance with the display of a great success pattern, and shows fluctuation actuation of the pattern according [ this drawing (B) ] to the starting storage after great success termination, and this drawing (C) is the timing diagram the fluctuation actuation of the pattern by the starting storage after a blank pattern display is shown.

[Drawing 17] It is the chart Fig. of the random number of various kinds usually used for fluctuation of a pattern.

[Drawing 18] It is the chart Fig. usually showing the relation between a pattern and WC RND F.

[Drawing 19] It is an easy flow chart for explaining the actuation which usually determines the hit blank of a pattern with the selected random number.

[Drawing 20] It is the timing diagram accompanying passage detection with a passage ball detector which usually shows fluctuation actuation of a pattern.

[Drawing 21] This drawing (A) is a timing diagram which usually shows open actuation of adjustable winning-a-prize ball equipment when a pattern sometimes usually becomes

with a hit, and this drawing (B) is a timing diagram which usually shows open actuation of adjustable winning-a-prize ball equipment when a pattern usually serves as a hit at the time of a high probability and time amount compaction.

[Drawing 22] It is the timing diagram which shows actuation of the probability fluctuation by the deactivate indication of a probability-changing figure.

[Drawing 23] It is the timing diagram which shows actuation of the time amount compaction by the deactivate indication of great success patterns other than a probability-changing figure.

[Drawing 24] It is the explanatory view showing the random number for the counts of time amount compaction.

[Drawing 25] It is the chart Fig. which is determined with the random number for the above-mentioned counts of time amount compaction and in which usually showing the transaction count of a pattern.

[Drawing 26] It is the flow chart which shows the treatment process of reach prediction information.

[Drawing 27] It is the flow chart which shows the treatment process of great success prediction information.

[Drawing 28] It is the flow chart which shows the treatment process of re-fluctuation prediction information.

[Drawing 29] It is the flow chart which shows the treatment process of the count prediction information of time amount compaction.

[Drawing 30] It is the flow chart which shows the treatment process of an information output.

[Drawing 31] This drawing (A) and (B) are the explanatory views showing the concrete display image in character prediction information respectively.

[Drawing 32] This drawing (A) and (B) are the explanatory views showing the concrete display image in character prediction information respectively.

[Drawing 33] This drawing (A) and (B) are the explanatory views showing the concrete display image in character prediction information respectively.

[Drawing 34] It is the flow chart which shows the treatment process of the reach prediction information in other operation gestalten.

[Drawing 35] It is the chart Fig. showing whenever [ reach expected / for every display image ].

[Drawing 36] This drawing (A) and (B) are the explanatory views showing the concrete display image of the character prediction information in other operation gestalten respectively.

[Drawing 37] This drawing (A) and (B) are the explanatory views showing the concrete display image of the character prediction information in other operation gestalten respectively.

[Drawing 38] It is the explanatory view showing the concrete display image of the character prediction information in other operation gestalten.

[Drawing 39] It is the explanatory view showing the concrete display image of the character prediction information in other operation gestalten.

[Description of Notations]

1 Game Board

3 Game Field

- 4 It is Usually Adjustable Winning-a-Prize Ball Equipment.
- 7 Starting Ball Detector
- 8 It is Adjustable Winning-a-Prize Ball Equipment Specially.
- 12 Closing Motion Plate
- 13 Specific Ball Detector
- 14 Winning-a-Prize Ball Detector
- 30 It is Adjustable Display (Adjustable Display) Specially.
- 33 CRT Display Machine
- 33a-33c It is a pattern display (adjustable display) specially.
- 33d Adjustable display
- 34 It is Usually Pattern Drop.
- 35 It is Usually Pattern Storage Drop.
- 36 It is Pattern Storage Display LED Specially.
- 40 Passage Ball Detector
- 41 Basic Circuit (Display-Control Means)
- 56 Probability Configuration Switch
- 60 Image Display Control Board
- 61 CPU
- 71-74 Character